Homework 1 - IS 605 FUNDAMENTALS OF COMPUTATIONAL MATHEMATICS

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1 Problem Set 1

1.1 (1) Calculate the dot product u.v where $u = [0.5; 0.5] \ and \ v = [3; -4]$

```
u <- c(.5, .5)
v <- c(3, -4)

dotProduct <- function(x, y)
if (length(x) != length(y)){
   return("vectors are not equal lengths")
} else {
   product <- c()
      for (i in 1:length(x)){
        product <- append(product, (x[[i]] * y[[i]]))
      }
   return(sum(product))
}

dotProduct(u,v)</pre>
```

1.2 (2) What are the lengths of u and v?

Please note that the mathematical notion of the length of a vector is not the same as a computer science definition.

1.3 (3) What is the linear combination: 3u - 2v?

```
u \leftarrow c(.5, .5)
v \leftarrow c(3,-4)
linearCombo <- function(xMulti, x, yMulti, y, subtract = TRUE){</pre>
      xResults <- c()
      yResults <- c()
      linCombo <- c()</pre>
    for (i in 1:length(x)){
      xResults <- append(xResults, (xMulti * x[[i]]))</pre>
    }
    for (i in 1:length(y)){
      yResults <- append(yResults, (yMulti* y[[i]]))</pre>
    if (subtract == TRUE){
    for (i in 1:length(xResults))
      linCombo <- append(linCombo, (xResults[[i]] - yResults[[i]]))</pre>
    } else {
    for (i in 1:length(xResults))
      linCombo <- append(linCombo, (xResults[[i]] - yResults[[i]]))</pre>
    return(linCombo)
}
x <- linearCombo(xMulti = 3, u, yMulti = 2, v)
paste0("[",x[1], " , " , x[2], "]")
## [1] "[-4.5 , 9.5]"
```

1.4 (4) What is the angle between u and v

```
angle <- acos((dotProduct(u,v) / (sqrt(dotProduct(u,u)) * sqrt(dotProduct(v,v)))))
angle</pre>
```

Please test it with the system below and it should produce a solution x = [-1.55, -0.32, 0.95]

$$\begin{bmatrix} 1 & 1 & 3 \\ 2 & -1 & 5 \\ -1 & -2 & 4 \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ x_3 \end{bmatrix} = \begin{bmatrix} 1 \\ 2 \\ 6 \end{bmatrix}$$
 (1)

Figure 1: img

[1] 1.712693

2 Problem Set 2

Set up a system of equations with 3 variables and 3 constraints and solve for x. Please write a function in R that will take two variables (matrix A & constraint vector b) and solve using elimination. Your function should produce the right answer for the system of equations for any 3-variable, 3-equation system. You don't have to worry about degenerate cases and can safely assume that the function will only be tested with a system of equations that has a solution. Please note that you do have to worry about zero pivots, though. Please note that you should not use the built-in function solve to solve this system or use matrix inverses. The approach that you should employ is to construct an Upper Triangular Matrix and then back-substitute to get the solution. Alternatively, you can augment the matrix A with vector b and jointly apply the Gauss Jordan elimination procedure.